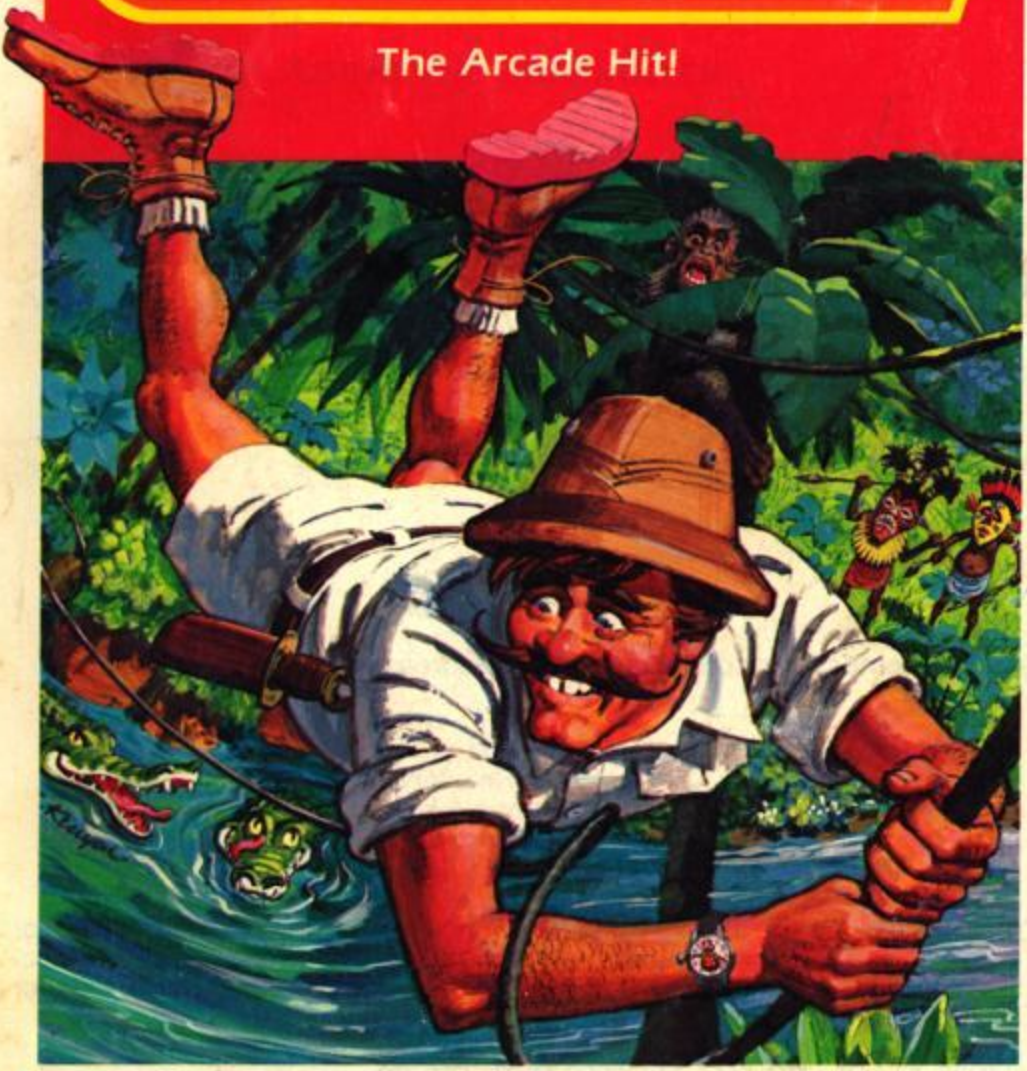
VIDEO GAME CARTRIDGE
FOR THE ATARI 2600 VCS™

ATARI® 2600

Swing Into Action With

JUNGLE HUNT*

The Arcade Hit!



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Atari welcomes your comments. Please address all correspondence to:

Atari, Inc.
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1312 Crossman Avenue
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NOTE: Always turn the console **POWER** switch **OFF** when inserting or removing an ATARI® Game Program™ cartridge. This will protect the electronic components and prolong the life of your ATARI Video Computer System™ game.

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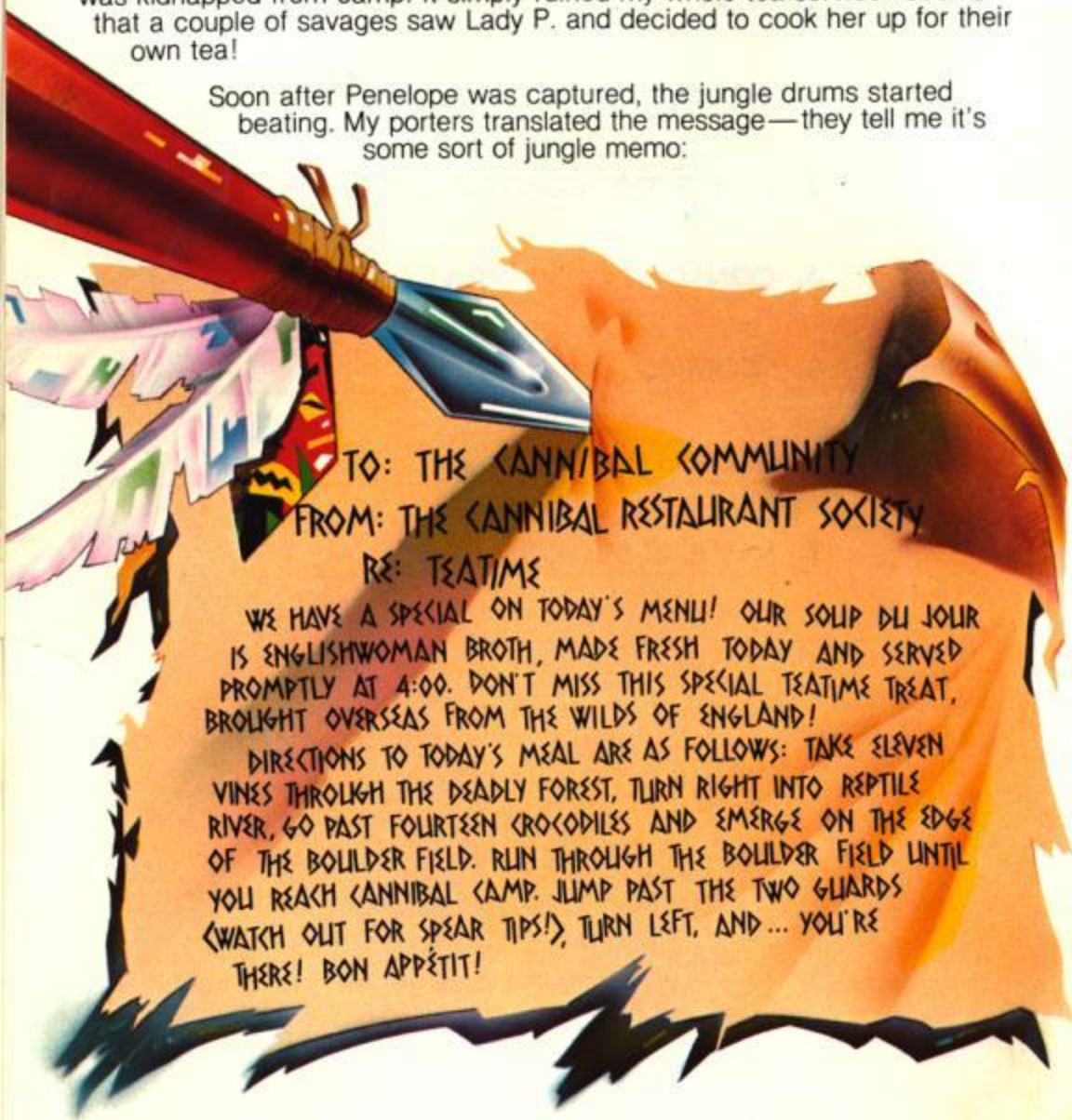
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1. A SAVAGE PROBLEM

Let me introduce myself: Sir Dudley Dashly is the name, and big-game hunting is my game. It was, anyway, until yesterday afternoon at 4:00 (teatime, you know) when my wife, Lady Penelope Dashly (Lady P. for short) was kidnapped from camp. It simply ruined my whole tea service! Seems that a couple of savages saw Lady P. and decided to cook her up for their own tea!

Soon after Penelope was captured, the jungle drums started beating. My porters translated the message—they tell me it's some sort of jungle memo:



2. GAME PLAY

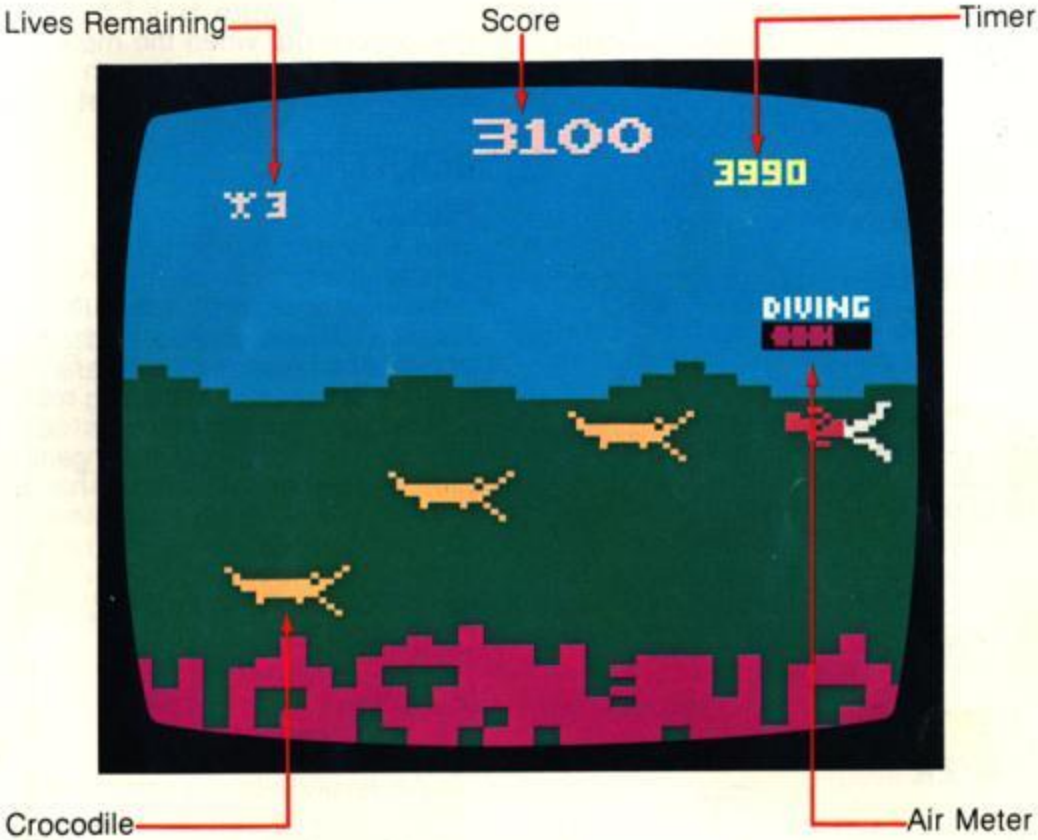


Figure 1

The object of JUNGLE HUNT is to rescue Sir Dashly's kidnapped mate, who, after hours of valiant fighting, was overpowered by two man-eating (and woman-eating) savages.

To rescue Lady P., you'll have to make your way past four sets of obstacles: the vines of the Deadly Forest, the crocodiles of Reptile River, a landslide of bouncing boulders, and the spears of the two masked cannibals. You'll score points for each obstacle Sir Dashly successfully overcomes; you'll also score bonus points for rescuing Lady P.

Since jungle hunting is a dangerous business, you are given five lives at the start of the game. The number of lives remaining is shown on the upper left of your screen (*see* **Figure 1**). At 10,000 points you are given one extra life—if you survive that long!

When you begin the game you are given 500 seconds to reach Lady Penelope. A timer counts down the seconds until you reach her (*see* **Figure 1**). You'll score more bonus points for rescuing her quickly, so don't dawdle while you're jumping vines or avoiding crocodiles.

The obstacles you'll encounter on your adventure are:

DEADLY FOREST



The Deadly Forest is a swinging place once you get to know it. Here you'll test your coordination and timing as you jump from vine to vine. Since some vines swing faster than others, you'll have to time your leaps carefully. Make a wrong move, and Sir Dashly is finished!

REPTILE RIVER



The Reptile River is filled with schools of cantankerous crocodiles. Make Sir Dashly swim out of their way or fend them off with his knife. Beware of any crocodile with its mouth fully open—his knife will be useless against it.

Most of the crocodiles swim in groups of three, but occasionally you'll find a rogue crocodile swimming alone. Rogue crocodiles are worth more points than other crocodiles. Watch out for them! They swim more erratically than the other crocodiles, and often drop down when you least expect it.

Use your Joystick to steer Dudley underwater, but keep your eyes on the air meter at the top of your screen (*see* **Figure 1**). If Dudley is still underwater when the meter runs out, he'll have to breath water—and you'll lose a life!

BOULDER FIELD



After you successfully cross Reptile River, you'll encounter a landslide of tumbling boulders. There are two sizes of boulders: small rolling rocks and larger bouncing boulders. Leap over the small rocks to avoid getting crushed. Larger boulders are harder to avoid—you'll have to leap over, run under, or duck beneath them to keep out of their way.

CANNIBAL CAMP



You're finally within reach of Lady Penelope, but she's being guarded by spear-wielding savages. You must guide our hero over the spears of the savages and run to the waiting arms of Lady Penelope. Watch out for the tips of the spears. They're poisoned!

After a tearful reunion with his beloved wife, Sir Dashly returns to the Deadly Forest for the next level of play. The game becomes increasingly difficult as you move on to higher levels. You can continue to play until you run out of players, or until the timer runs out.

3. USING THE CONTROLLER



Use your Joystick controller with this ATARI Game Program cartridge. Be sure the controller cable is firmly plugged into the **LEFT CONTROLLER** jack at the back of your console. Hold the Joystick with the red controller button to your upper left, toward the television screen. (*See your owner's manual for further details.*)

Use your Joystick controller to maneuver Dudley through the jungle:

DEADLY FOREST

Use the red button to make Dudley jump from vine to vine. At the end of the forest, press the button to enter Reptile River.

REPTILE RIVER

Use the Joystick to move Dudley any direction in Reptile River. Use the red button to stab crocodiles.

BOULDER FIELD

Use the Joystick to make Dudley run forward and backward. To make Dudley duck beneath a boulder, simply pull back on the Joystick. Make Dudley jump over boulders by pressing the red button.

CANNIBAL CAMP

Use the Joystick to run Dudley back and forth; use the red button to make Dudley jump over the cannibals.

4. CONSOLE CONTROLS

GAME RESET SWITCH

Use the **GAME RESET** switch to start the game, or to restart the game at any time during game play. The red controller button can also be used to start a new game.

GAME SELECT SWITCH

Use the **GAME SELECT** switch to select one of two skill levels. The skill level number is shown at the upper left of the screen, where Sir Dashly's remaining lives are shown during game play.

Skill Levels

There are two Skill Levels in JUNGLE HUNT: an easy version, and an expert (more difficult) version. Select Skill Level 1 to play the easy version, or Skill Level 2 to play the more difficult version.

TV TYPE/DIFFICULTY SWITCHES

The **TV TYPE** and **DIFFICULTY** switches are not used in JUNGLE HUNT.

5. SCORING



Jumping to a Vine
100 points



Running under a boulder
50 points



Stabbing a Crocodile
(Closed jaws)
100 points



Ducking under a boulder
100 points



Stabbing a Crocodile
(Partially open jaws)
200 points



Jumping over a boulder
200 points



Stabbing a Rogue crocodile
300 points



Jumping over a cannibal
200 points

BONUSES

Bonus life	At 10,000 points
Rescuing Lady P.	3 x Timer value
Each time you exit a section of the jungle	500 points

6. STRATEGY

- The faster you rescue Lady P. the more bonus points you'll receive, so don't waste any time getting to her. The Deadly Forest can be especially time-consuming; practice jumping from vine to vine as quickly as possible.

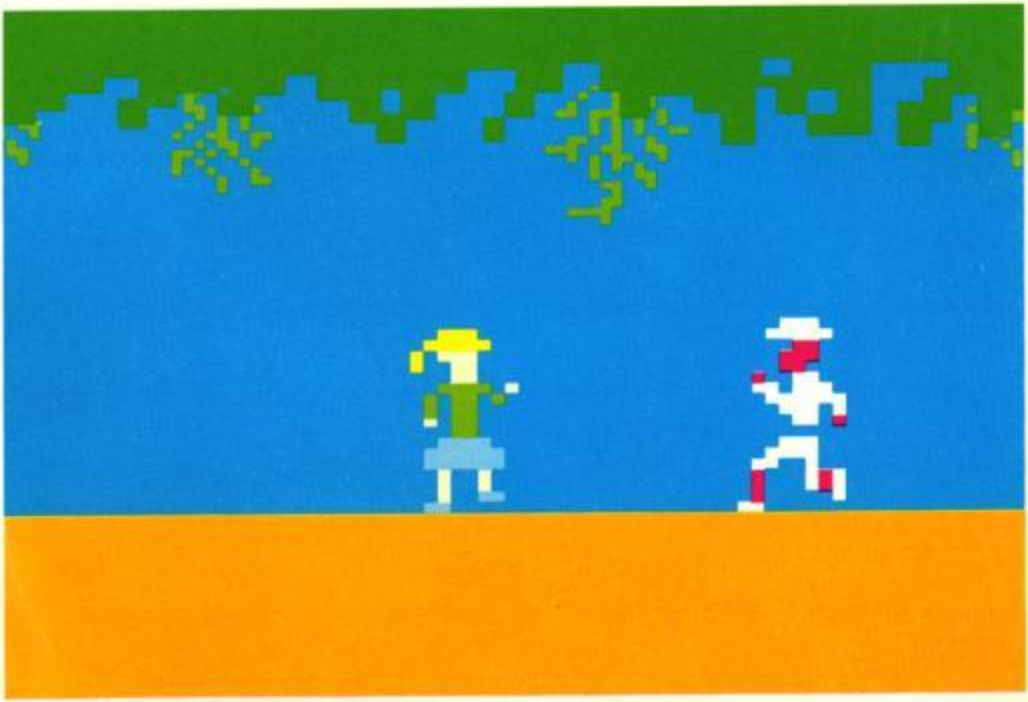
- A crocodile's underbelly is particularly vulnerable; try to come from beneath when stabbing one.

- Since rogue crocodiles are worth up to three times more points than the crocodiles swimming in groups, try to stab them when possible. Watch out, though! The rogues move more erratically than the other crocodiles, and can easily hit you before you're ready.

- If you wish to conserve lives, simply avoid the crocodiles instead of stabbing them.

- For an extra lift when jumping over boulders and cannibals, push your Joystick forward after you make Sir Dashly jump. Not only will he jump higher, but he'll also stay aloft longer.

- To score extra points, try jumping over the large boulders. You'll get up to four times more points than ducking or running beneath them. Time your jump carefully, though, since large boulders bounce higher than small boulders.



7. SAVAGE SCORECARD

NAME:	DATE:	SCORE:

NAME:	DATE:	SCORE:



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